A VIDEO
GAME CARTRIDGE FROM
PARKER BROTHERS

FOR ATARI® & SEARS® VIDEO GAME SYSTEMS

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Positrons. Neutrinos. Photons. These are just a few of the nuclear particles threatening to blow your ship apart. There's nowhere to run! No way of escaping! To survive, you must fight them. But that's only half the battle. While you try to destroy these dangerous particles, you must also try to stop the reactor's expanding core before it reaches melt-down. So board your ship and prepare to enter the awesome depths of REACTOR!

OBJECT

The object of the game is to destroy as many nuclear particles as you can before they smash your ship into the kill wall and to knock down as many sets of control rods as possible to stop the melt-down.

SETTING THE CONSOLE CONTROLS

1. To select a game number (see **GAME SELECTION** box), press down on the **GAME SWITCH.** The game number will appear at the top of the screen.
2. Set the **DIFFICULTY** switch:

   Position A (Expert): Your ship accelerates quickly, requiring more accurate moves of the Joystick.

   Position B (Novice): Your ship accelerates at a slower rate.

   In a one-player game, use the left **DIFFICULTY** switch. In a two-player game, the 1st player uses the left **DIFFICULTY** switch and the 2nd player uses the right **DIFFICULTY** switch.
3. Press down on the **GAME RESET** switch and you're ready to start the action.

PROOF OF PURCHASE

REACTOR™

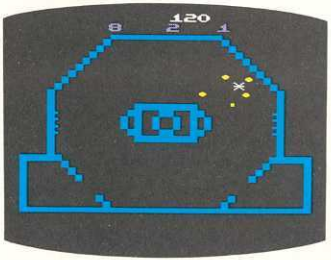
THE JOYSTICK

Make sure that you plug the Joystick firmly into the jacks at the back of your video system. Use the **LEFT** controller jack for one-player games.

Use the Joystick to fly your ship left, right, up, down and diagonally. Your ship can accelerate in all 8 directions, too. To slow it down, simply change directions. Press the red button to release your decoys (see "DECOYS").

INSIDE THE REACTOR

This is the heart of the nuclear reactor. Your ship must battle enemy particles on the field between the reactor's core and kill wall.



PLAYING

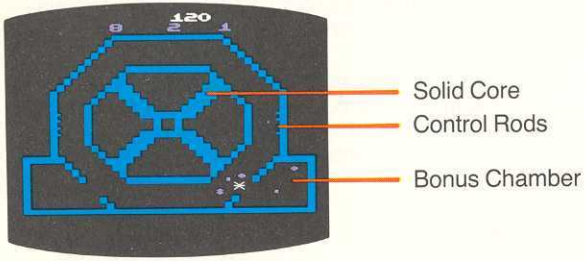
At the beginning of the game, each player receives 3 ships and 3 decoys. However, only 1 ship will appear on the screen at a time. The remaining ships are indicated by the number displayed at the **TOP RIGHT** area of the screen. The number of decoys available appears at the **TOP CENTER,** while the number of enemy particles "To Go" (number of particles not yet on the screen), is indicated at the **TOP LEFT** area of the screen.

To start the action:

The round begins the moment you press the **GAME RESET** switch. Enemy particles can approach your ship from any direction and can attack individually or in groups. Your ship can also accelerate in any direction to counter their attack.

Destroying the enemy particles:

These particles may be small, but they're powerful! Luckily, your ship is equipped with an energy shield. This shield is always up, offering needed protection. Using your ship, knock enemy particles into the kill walls. When they hit the kill wall with enough force, they disappear. But beware! Enemy particles gain more speed and weight from one round to the next, making them more difficult to destroy.



CONTROL RODS

Inside the reactor there are two sets of control rods extending from the kill walls. One set is on the left, one on the right. These rods control the intensity of the nuclear reaction within the reactor's core. In order to stop the melt-down, you must try to smash these rods with enemy particles. By knocking the particles against the rods with enough force, using your ship, you can destroy these rods. When you completely destroy one entire set of control rods, the core will shrink. Destroy both sets and you receive an additional decoy.

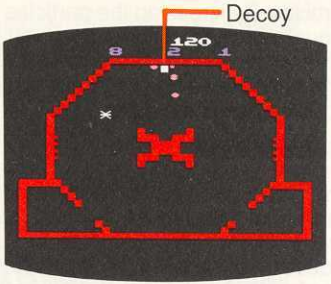
THE SOLID CORE

Once the battle begins, the reactor's core continues to expand. Keep an eye on it as you fight to destroy the enemy and blast control rods. If you are not successful in destroying all the enemy particles, or at least one entire set of control rods, the core will keep growing, leaving less space for the battle.

BONUS CHAMBERS

There are two bonus chambers within the reactor's walls—one to the left, one to the right. During the game, these chambers will alternate between the top and bottom of the screen. When a particle enters and then leaves a bonus chamber, the chambers will switch their positions. Likewise, when your ship enters and then leaves a chamber (an indeterminate number of times), the chambers will switch. While battling enemy particles, try to force them inside one of the chambers with your ship. Once captured, the enemy particle will bounce off the walls many times before disappearing (unless it escapes). Each time a particle hits the wall, you gain an extra 15 points. But an even better way to trap the enemy is with a decoy!

DECOYS



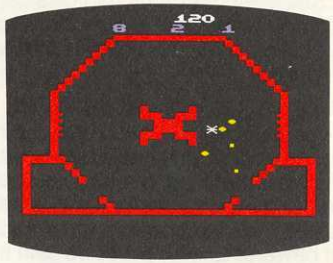
Your ship is also equipped with a clever device called a decoy. A decoy draws attacking enemy particles away from your ship and attracts them to itself. By pressing the red button on your Joystick, you can release a decoy anywhere within the walls of the reactor. (**REMEMBER:** You begin the game with 3 decoys.) Position your ship in the area you wish to release a decoy and press the red button. When you move your ship away, the decoy will appear in its place. The best places to release a decoy are next to the kill wall, in front of the control rods and in front of the entrance to a bonus chamber. A decoy cannot be destroyed. However, it will remain on the screen for approximately 10 seconds before disappearing.

ATTACK OF ENEMY PARTICLES

Enemy particles attack your ship in an effort to knock you against one of the kill walls. They may attack your ship alone or in groups, and can approach from any direction. If they succeed in forcing your ship into a wall, your ship is instantly destroyed.

THE VORTEX CORE

In levels 3, 4, 7 & 8 (see **GAME SELECTION** box), the reactor's solid core is replaced by the deadly vortex—a swirling mass of nuclear energy. Similar to the solid core, the vortex starts to expand once the round begins. But be careful! If you guide your ship too close to this violently spinning center, your ship will be drawn inside and destroyed. To shrink the vortex, you must smash an entire set of control rods or destroy all enemy particles.



THE KILL WALLS

Throughout the battle, you must try to knock enemy particles against the kill walls to destroy them. If the enemy succeeds in forcing your ship into these walls, then it is destroyed.

As the game progresses however, the challenge becomes more difficult! In levels 5, 6, 7 & 8 the kill walls become invisible. Only the control rods can be seen. You'll need nerves of steel—and a good memory—to avoid hitting the kill walls!

ROUND PROGRESSIONS

There are 4 levels with 8 successive rounds in each level. The game begins with level #1 and continues to progress from round to round and level to level, unless your ships are destroyed. If you wish, you may select any level other than #1 to begin playing. Simply press the **GAME SELECTION** switch (see **GAME SELECTION** box), and stop when the level number you desire appears. (**NOTE:** Levels 1, 3, 5 & 7 are one-player games. Levels 2, 4, 6 & 8 are two-player games.)

	Round	Core	Maximum Enemies on Screen	# of Particles "To Go"	# of Control Rods
LEVEL 1 and 2	1.	Solid	3 Positrons	12	4
	2.	Solid	3 Positrons, 1 Photon	16	4
	3.	Solid	3 Positrons, 2 Photons	20	4
	4.	Solid	2 Positrons, 1 Photon, 1 Neutrino	24	4
	5.	Solid	1 Positron, 1 Photon, 2 Neutrinos	32	4
	6.	Solid	3 Neutrinos	36	4
	7.	Solid	1 Positron, 1 Photon, 1 Lepton	36	4
	8.	Solid	1 Neutrino, 1 Lepton	40	4
LEVEL 3 and 4	9.	Vortex	3 Positrons	12	6
	10.	Vortex	3 Positrons, 1 Photon	16	6
	11.	Vortex	3 Positrons, 2 Photons	20	6
	12.	Vortex	2 Positrons, 1 Photon, 1 Neutrino	24	6
	13.	Vortex	1 Positron, 1 Photon, 2 Neutrinos	32	6
	14.	Vortex	3 Neutrinos	36	6
	15.	Vortex	1 Positron, 1 Photon, 1 Lepton	36	6
	16.	Vortex	1 Neutrino, 1 Lepton	40	6
LEVEL 5 and 6	17.	Solid	3 Positrons	12	7
	18.	Solid	3 Positrons, 1 Photon	16	7
	19.	Solid	3 Positrons, 2 Photons	20	7
	20.	Solid	2 Positrons, 1 Photon, 1 Neutrino	24	7
	21.	Solid	1 Positron, 1 Photon, 2 Neutrinos	32	7
	22.	Solid	3 Neutrinos	36	7
	23.	Solid	1 Positron, 1 Photon, 1 Lepton	36	7
	24.	Solid	1 Neutrino, 1 Lepton	40	7
LEVEL 7 and 8	25.	Vortex	3 Positrons	12	8
	26.	Vortex	3 Positrons, 1 Photon	16	8
	27.	Vortex	3 Positrons, 2 Photons	20	8
	28.	Vortex	2 Positrons, 1 Photon, 1 Neutrino	24	8
	29.	Vortex	1 Positron, 1 Photon, 2 Neutrinos	32	8
	30.	Vortex	3 Neutrinos	36	8
	31.	Vortex	1 Positron, 1 Photon, 1 Lepton	36	8
	32.	Vortex	1 Neutrino, 1 Lepton	40	8

END OF GAME

The game ends when the enemy particles have destroyed all of your ships.

TWO-PLAYER GAMES

There are four one-player games and four two-player games. In the two-player games, players alternate turns. The left goes first. Each player's score is displayed throughout his or her turn. At the end of the game, final scores are displayed alternately. The last player's score is displayed first, while the other player's score is displayed second.

In a two-player game, when all your ships are destroyed, you're out of the game. Your opponent, however, may continue to play as long as he or she can avoid destruction and stop the melt-down.

REACTOR STRATEGY HINTS

- Lure enemy particles close to the kill wall for easier hits.
- Place your decoys by the kill wall for easier hits.
- Place your decoy in front of the bonus chamber to lure enemy particles inside for extra points.
- Place decoys near control rods to attract enemy particles for easier hits.
- Guide your ship in a **CLOCKWISE** direction if it should become caught in the vortex. This may help you escape it.
- Remember to watch the number of enemy particles "To Go" (number of particles not yet on the screen), at the top of the screen in order to keep track of each round.

SCORING

Your score is displayed at the top of the screen throughout each round. Points are accumulated with each additional round. You'll receive your final score at the end of the game.

Here's how the points are scored:

Each unused decoy . . . . . 500 points

Destroying:

Leptons . . . . . 200 points

Neutrinos . . . . . 200 points

Positrons . . . . . 50 points

Photons . . . . . 50 points

Control Rods . . . . . 50 points

Trapping enemy particles inside the bonus chambers:

Bonus Chambers . . . . . 15 points per bounce

(**NOTE:** Each enemy particle trapped inside the bonus chamber will bounce an indeterminate number of times. As the particle nears self-destruction within the chamber, points accumulated will decrease from 15 to 10 points per bounce.)

Bonus: For every 10,000 points you accumulate, you earn an extra ship. Knocking down both sets of control rods earns you an extra decoy.

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In Massachusetts	1-800-892-0297
All other states (Not available in Alaska, Hawaii, or Canada.)	1-800-225-0540

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon.–Fri. (excluding holidays).

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915

In Australia and New Zealand: Toltoys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015

In the United Kingdom, Palitoy Games, Owen Street, Coalville, Leicester, LE6 2DE England.

GAME SELECTION BOX

LEVEL NUMBERS		LEVEL VARIATIONS	
one-player	two-player	Core	
1	2	Solid	Easiest
3	4	Vortex	More Difficult
5	6	Solid	Difficult (Invisible kill walls)
7	8	Vortex	Difficult (Invisible kill walls)